



This Record Certifies that

by _____
Played _____
Player _____ RPGA # _____

Has Completed
Ket4-02 That Which Remains
A Regional Adventure
Set in Ket



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 2

max 450 xp; 450 gp

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

Competition Victor: You have received a small medal for winning one or more competitions, granting you a one-time +1 competence bonus to a single attack roll, saving throw, or skill check, as per the Guidance spell (Players Handbook, p. 238). The medal can be activated as a free action before the roll is made. Check off the competition(s) that applies and cross them out when used:

Strongman

Pie Eating

Mounted Archery

Gratitude of the Brotherhood of Sorcery: The Brotherhood of Sorcery, in gratitude for their new initiate (Drake), offers one of the following (circle the option): A) upgrade one of your weapons with the *merciful* enhancement (Regional Access) or B) Make one of the items on this AR [Any] access instead of Adventure (write that item in beside this section). The upgrade may only be used once – cross off when used.

Blessing of Martin Rawlins: There is a band of scarred skin around your upper left arm. It is a one-time blessing that may be invoked as a free action. When invoked, it acts as a maximized *false life* spell cast by a 10th level caster. Once this blessing is invoked the scar will fade away, leaving no evidence it was ever there.

Or

Curse of Martin Rawlins: There is a band of scarred skin around your upper arm. A cursed character receives a -8 profane penalty to his/her next Fortitude check vs. undead energy effects. The curse can only be removed by having a 14th level or greater caster cast *Remove Curse* or *Dispel Evil*. Once this curse has taken effect or been dispelled/removed the scar will fade away, leaving no evidence it was ever there.

Recommendation: Jafar, a warrior of some repute, is impressed with your prowess. He is willing to provide you with a recommendation to join the Veterans of Ket meta-org.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Healing Salve* (Frequency: Adventure; 50 gp; Tome & Blood)
- ❖ *Vest of Resistance +1* (Frequency: Adventure; 1,000 gp; Tome & Blood)
- ❖ *Brooch of Shielding* (Frequency: Adventure; DMG)

APL 4 (all of APL 2 plus the following)

- ❖ *Pipes of the Sewers* (Frequency: Adventure; DMG)
- ❖ *Gloves of Dexterity +2* (Frequency: Adventure; DMG)

APL 6 (all of APLs 2-4 plus the following)

- ❖ *Boots of Elvenkind* (Frequency: Adventure; DMG)
- ❖ *Cloak of Elvenkind* (Frequency: Adventure; DMG)
- ❖ *Eyes of the Eagle* (Frequency: Adventure; DMG)

Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

Lifestyle Cost

Other Coin Spent

Total Coin Spent

Items Sold

Total Value of Sold Items

Add ½ this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value

GP

Starting GP

GP

GP Spent

GP

Subtotal

GP

GP Gained

GP

Subtotal

GP

GP Gained

GP

Subtotal

GP

GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

1 OR 2 TU

TU Cost

TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL